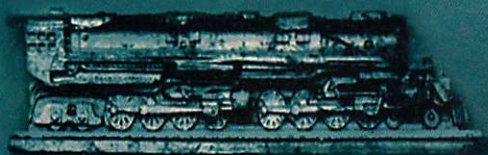


# MAYFAIR GAMES



C A T A L O G

# COLLECTIBLE CARDS



AUTHORIZED BY:





# LIKE NOTHING YOU'VE EVER BUILT BEFORE!

## SimCity® The Card Game™ Chicago Starter Deck

Pick up SimCity® The Card Game™ with the new Chicago Starter Deck, featuring the Windy City. Build the great city of Chicago using just the 120 new cards in this deck or add cards from other products to build a city of your own design. However you choose, SimCity® The Card Game™ provides hours of constructive fun for you, your family and your friends. For 1 to 5 players, ages 8 and up. **\$15.00**

Chicago: prod. #803 UPC Code 0-29877-00803-2-01500 ISBN # 1-56905-070-8

Washington: prod. #804 UPC Code 0-29877-00804-9-01500 ISBN # 1-56905-080-5

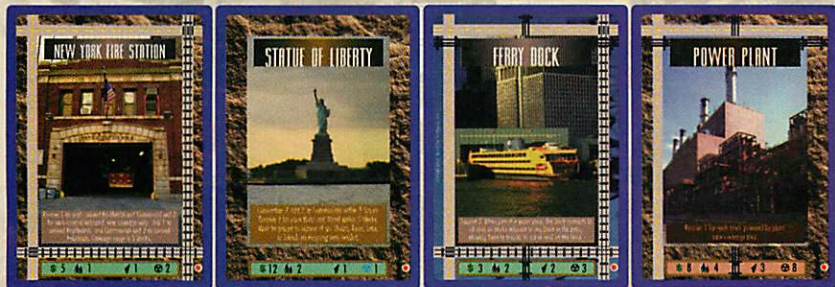
New York: prod. #805 UPC Code 0-29877-00805-6-01500 ISBN # 1-56905-082-1

Atlanta: prod. #806 UPC Code 0-29877-00806-3-01500 ISBN # 1-56905-084-8

## SimCity® The Card Game™ Booster Pack

Add to your Sim city with our randomly sorted 15-card booster packs. Each pack contains one long card and 14 regular cards - 1 rare, 5 uncommon, and 8 common cards. Cards feature unique locations from around the world and are designed to help you add fun and excitement to your Sim city. For 1 or more players, ages 8 and up. **\$2.50**

**Critics say:** "The people at Mayfair have succeeded in turning one of the best single player computer games into an exciting and fun multi-player trading card game. Best of all, in doing so they've brought a whole new level of sophistication to the realm of trading card games..." -Dan Harbison, Combo Magazine, March 1995



# COLLECTIBLE CARDS





# ENTER A WORLD OF EPIC FANTASY!

## Fantasy Adventures™ Starter Deck

Bring the worlds of today's leading fantasy artists to life! Pit your heroes against the fearsome dragons, darklords and monsters of your opponents, discover magical treasures, and defend your allies. The Fantasy Adventures™ Starter Deck contains 100 beautifully illustrated cards, enabling two players to challenge each other in a head-to-head contest of strategy and wits. The starter deck does NOT contain a random assortment of cards. For 2 players, ages 10 and up. **\$15.00**

prod. #775 UPC Code 0-29877-00775-2-01500 ISBN # 1-56905-025-2

## Fantasy Adventures™ Booster Pack

Customize your Fantasy Adventures™ playing deck by adding cards from these randomly sorted 15-card booster packs. Surprise your opponents' heroes with hard-to-find Bromalopes or Spirit Stealers, recruit The Flame Commander or Leigh Griffonbane to join your band of heroes, and equip them with the Axe of Doom or the Helm of Slaying. With booster packs, you can add 350 different cards from those found in the starter deck. For 2 or more players, ages 10 and up. **\$2.50**

prod. #776 UPC Code 0-29877-00776-9-00250 ISBN #1-56905-026-0



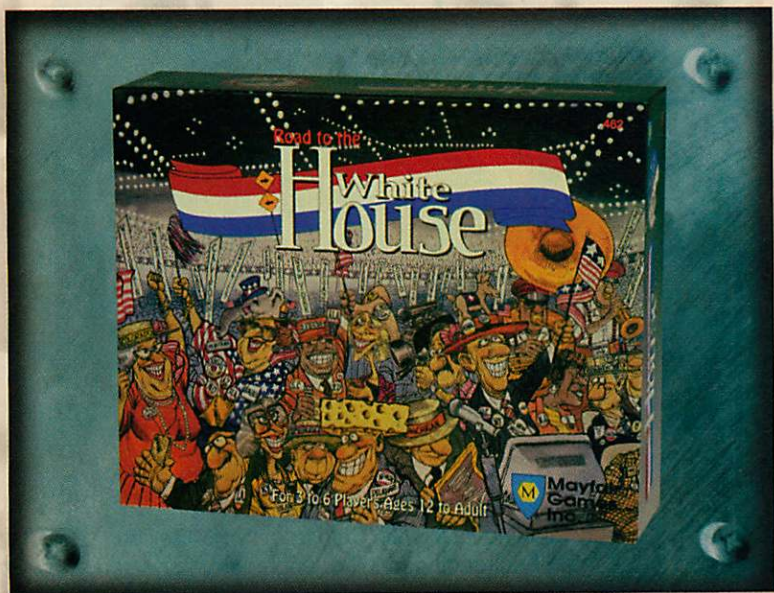


# GRAND PRIX

Experience the thrill of auto racing in your own living room. Choose from the Detroit or Cleveland Grand Prix race tracks and race your cars against those of other players. Created by noted game designer Wolfgang Kramer, this game first has the players buying race cars and then playing cards to move them around the track. Be first across the finish line to get the checkered flag and collect the winner's prize. For 2 to 6 players, ages 8 and up. **\$25.00**

prod. #468 UPC Code 0-29877-00468-3-02500 ISBN #1-56905-052-x





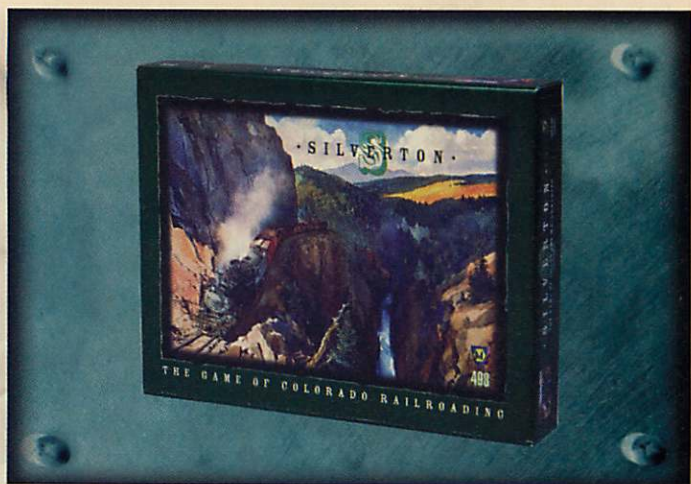
# ROAD TO THE WHITE HOUSE

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1996 will be another exciting election year, from the first primary in New Hampshire to the general election in November. Now you and your friends can experience the thrills, elation, and disappointments of the campaign trail while playing this realistic campaign board game. Use the same tools available to the candidates themselves and plot strategies, plan travel, raise money, react to issues and events, and even set up dirty tricks. For 3 to 6 players, ages 12 and up. **\$29.95**

prod. #462 UPC Code 0-29877-02995-2-00462 ISBN#0-923763-48-1

**Awards:** Parents' Choice Award, 1992



## SILVERTON

Set in the historic mining areas of Colorado, New Mexico, and Utah, Silverton is a game of railroading, mining, and commodity market manipulation. Use your surveyor to plot your railroads and your prospector to find your mines. Operate your empire of mines and railroads to position your gold, silver, and other commodities in the right market and at the right time to reap maximum profit. For 1 to 6 players, ages 12 and up. **\$35.00**

prod. #469 UPC Code 0-29877-00469-0-03500 ISBN #1-56905-073-2

## 18XX GAMES

The 18xx games are about stock markets and railroading. Players invest in railroads and run them wisely to earn income for their investments or play the market, trying to bankrupt other players. The choices are yours, and the possibilities are endless. For 3 to 6 players, ages 14 and up.

**1832** lets you relive railroad development in the southeastern United States, where companies merged to enlarge their scope, increase their profits, and push out competition. **\$45.00**

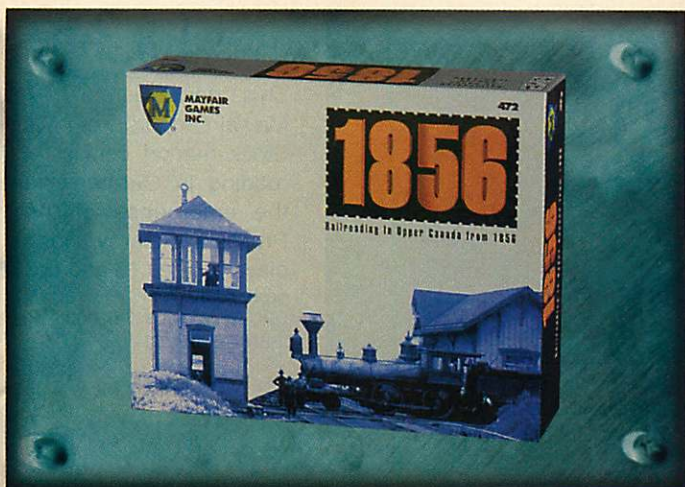
prod. #481 UPC Code 0-29877-00481-2-04500 ISBN #1-56905-089-9

**1850** simulates railroad development in the northern Mississippi valley and west, including southern Canada. A companion to 1870 (together they represent the entire center of the US), 1850 features the growth of railroading from Chicago to the west. **\$45.00**

prod. #482 UPC Code 0-29877-00482-9-04500 ISBN #1-56905-090-2







1856

**1856** explores the growth of railroading in southeastern Canada where the government offered loans to help fund development and later foreclosed on companies that spent the money unwisely. **\$45.00**

prod. #472 UPC Codes 0-29877-00472-0-04500 ISBN #1-56905-024-4



1870

**1870** takes players to the southern Mississippi valley and west where companies get bonuses for building track to specific destinations and presidents can protect their stock prices from being trashed by other players. **\$45.00**

prod. #471 UPC Code 0-29877-00471-3-04500 ISBN# 1-56905-054-6



**Critics say:** "Terrific components; fans of railroad games undoubtedly will want to pick this up." - Chicago Tribune, Nov. 1991

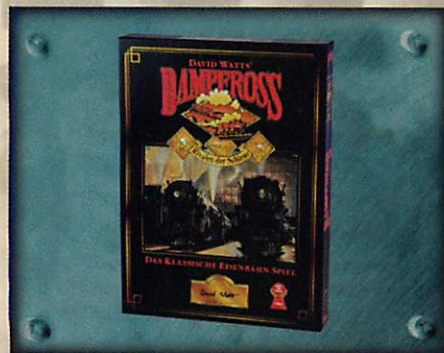
# 1835

This game is an exclusive Mayfair import from Germany. Stock market conflict and rail-roading in Germany, featuring the emergence of the great Prussian Railway. For 3 to 7 players, ages 16 and up. **\$60.00** prod. #550  
UPC Code 0-29877-06000-9-00550  
ISBN # 0-923763-46-5



# 1853

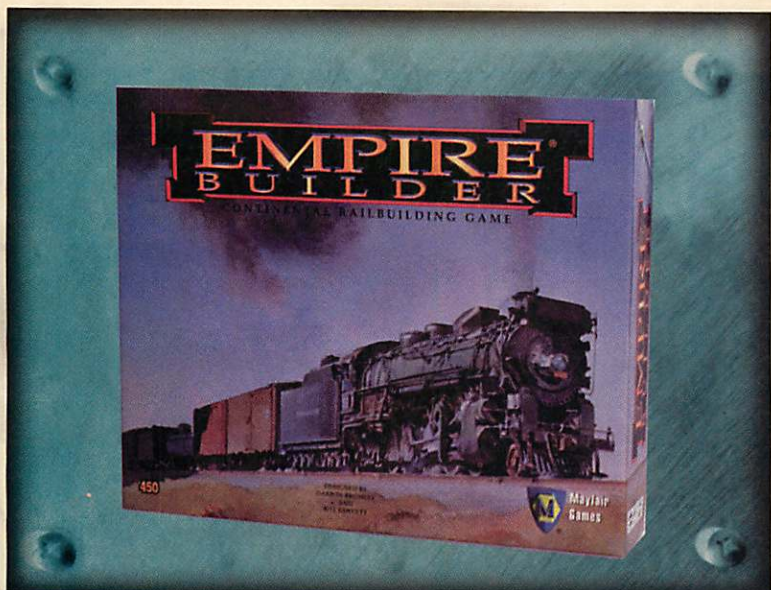
Francis Tresham's railroad engineers game. Set in India, this game focuses more on the building of track, making the stock market manipulations less important than in other 18xx games. For 3 to 6 players, ages 16 and up. **\$75.00** prod. #475  
UPC Code ?  
ISBN # 1-56905-074-0



# DAMPFROSS

Enter an era of excitement and competition as railway tycoons struggle to control the most efficient routes and important cities. Competition is fierce as players race to lay track and complete passage to distant towns. For 3 to 6 players, ages 10 and up. **\$50.00** prod. #556  
UPC Code 4-013628-611097  
ISBN # ?





# EMPIRE BUILDER

A family classic featuring railroads and cold cash, Empire Builder is as easy as connecting the dots. Players draw tracks with crayons on an erasable board and operate a rail empire in an effort to accumulate the most money. A hit with any family. For 2 to 6 players ages 12 to adult. **\$30.00**

prod. #450 UPC Code 0-29877-03000-2-00450 ISBN # 0-425-11026-5

**Honors:** Outstanding Boardgame -Strategists Club, 1985

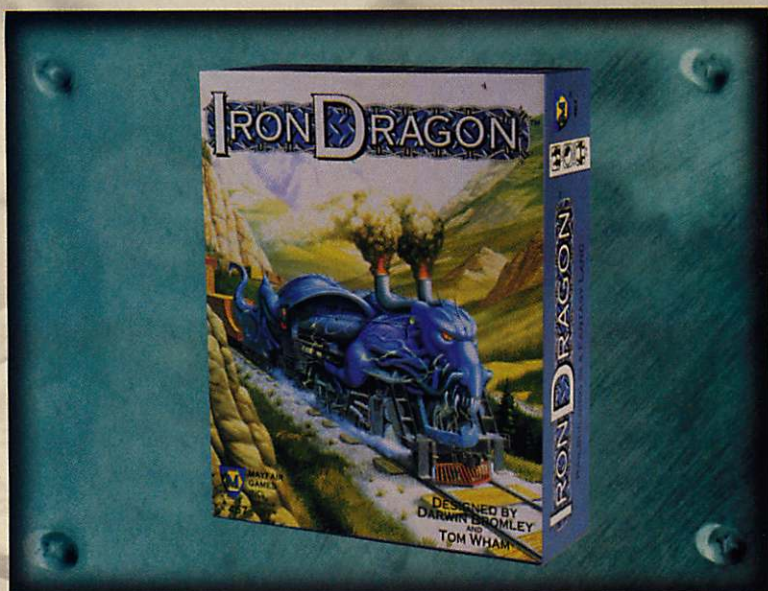
Games 100 -Games Magazine, Nov. 1984

Top 10 Games -Chicago Tribune, Nov. 1988

**Critics Say:** "A sophisticated game requiring precise management of limited resources..." - Chicago Tribune, Nov. 1988

"Early railroad builders must have faced the same problems: where to lay track, what cargo to haul, how much to invest in bigger trains."

-Games Magazine, Nov. 1984



## IRON DRAGON

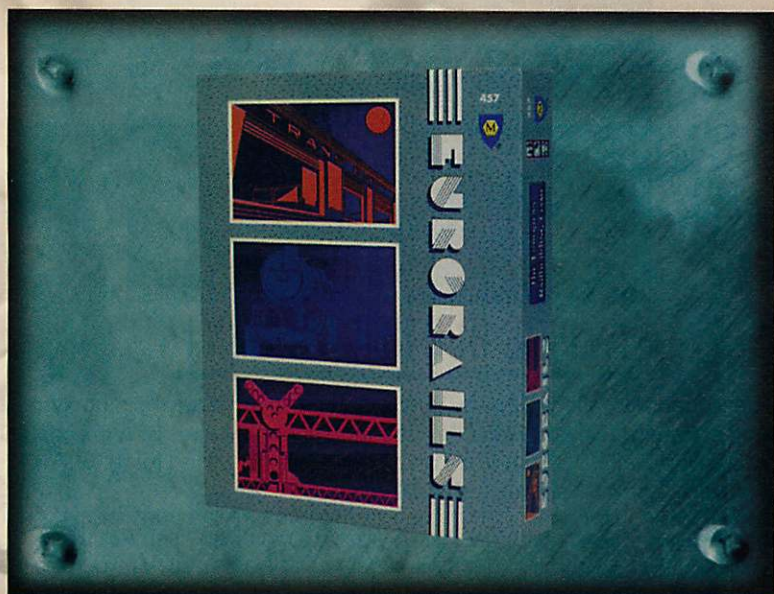
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Fantasy and reality meet in this exciting offshoot of our popular Empire Builder® game system. The Iron Dragons cross the fictional world of Darwinia, delivering treasures to those willing to pay for them. Elves, dwarves, and even trolls help players build track and make every game a new adventure. For 2 to 6 players, ages 12 and up. **\$30.00**

prod. #467 UPC Code 0-29877-00467-6-03000 ISBN # 0-923763-90-2

**Honors:** Games 100 -Games Magazine, Dec. 1995





# EURORAILS

Based on the award winning Empire Builder® game system, Eurorails® features the cities and commodities of Europe from the United Kingdom and Ireland to Poland and Eastern Europe. Players use erasable crayons to lay track between major European cities. For 2 to 6 players, ages 12 and up. **\$30.00**

prod. #457 UPC Codes 0-29877-03000-2-00457 ISBN # 0-923763-18-X

**Honors:** Best Modern Day Boardgame -Academy of Adventure Gaming Arts and Design, July 1991 -Games Magazine Games 100, Dec. 1991 Games 100, Dec. 1992

**Critics Say:** "A new game, but one likely destined to be a perennial favorite."  
-The Greatest Games of All Time, © 1991 Matthew J. Costello  
"The game is so engrossing that you won't notice the time."  
Games Magazine, Aug. 1991



## EMPIRE BUILDER VARIANTS

These sequels allow Empire Builder® fans to expand their horizons to Great Britain (British Rails™), Japan (Nippon Rails™), and Australia (Australian Rails™). Both India and Russia will be added in 1996. For 2 to 6 players, ages 12 and up. **\$25.00 each**

**Nippon Rails:** prod. #1450 UPC Code 0-29877-02500-8-01450 ISBN # 0-923763-68-6

**British Rails:** prod. #1452 UPC Code 0-29877-02500-8-01452 ISBN # 0-923763-70-8

**Australian Rails:** prod. #1453 UPC Code 0-29877-01453-8-02500 ISBN # 1-56905-001-5

**Honors:** Best Modern Day Boardgame, Australian Rails, -Academy of Adventure Gaming Arts and Design, July 1995

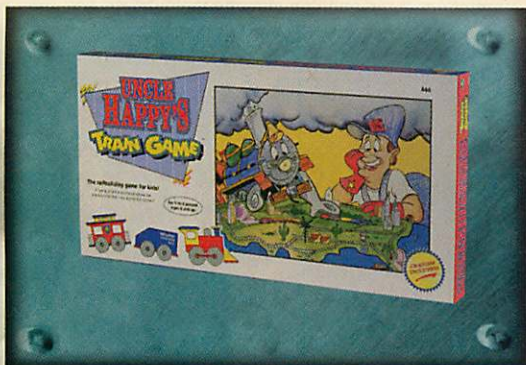


## EMPIRE BUILDER MINIATURES

Use white metal train miniatures based on famous trains featured on the cards in Empire Builder®. Use the Big Boy, the J, the GP 30, and the Consolidated to represent the freight, heavy freight, fast freight and super freight in your Empire Builder® system games. Get several sets, paint them, and replace the tokens with realistic trains. Not for persons under 18 years of age. **\$5.95**

prod. #1040 UPC Code 0-29877-00595-6-01040 ISBN # 0-923763-73-2



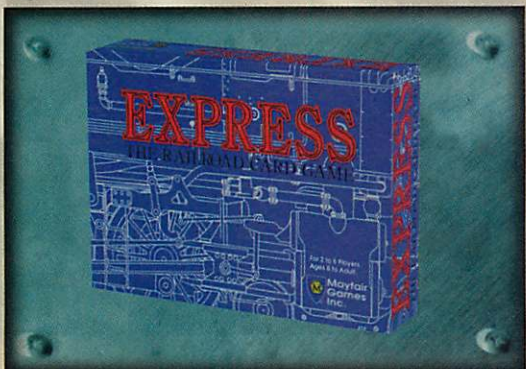


## UNCLE HAPPY'S TRAIN GAME

The young and young at heart can share their love for railroading with this simplified version of the Empire Builder® system. Players color their way across the United States, drawing tracks on a wipe-off board. Children learn the location of the states while they deliver computers, teddy bears, and ponies. For 2 to 6 players, ages 6 and up. **\$14.95**

prod. #466 UPC Code 9-780923-763763-51495 ISBN #0-923763-76-7

**Critics say:** "Uncle Happy's Train Game is fun, easier to learn than checkers, & has great educational value." -Dr. Thomas Catherall, Brigham Young University



## EXPRESS

Select box cars, tank cars, and many others to build freight and passenger trains. Players work to build long trains to maximize their points, but must take care to avoid train wrecks and derailments. This easy-to-learn game offers a partnership option with a unique way of passing cards to each other during play. For 2 to 6 players, ages 8 and up. **\$12.50**

prod. #458 UPC Code 0-29877-01250-3-00458 ISBN # 0-923763-22-8

**Critics say:** "Express® is really nasty and mean and vicious. I love it."

- Lory Aitken, as quoted in the Wisconsin State Journal, Nov. 1991

"Cute cards with a railroad motif... Colorful, quality cards are a plus."

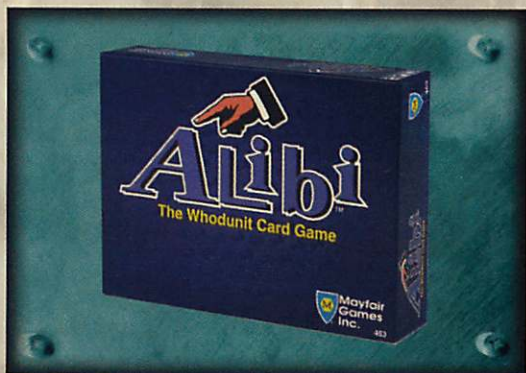
- Chicago Tribune, Nov. 1991



## POWER LUNCH

Conversation flies in this card game involving well-known celebrities at power lunches. Players score for creating plausible explanations for celebrities from diverse backgrounds to meet for Power Lunches. For 3 to 6 players, ages 14 and up. **\$15.00**

prod. #470 UPC Code 0-29877-00470-6-01500 ISBN#1-56905-055-4

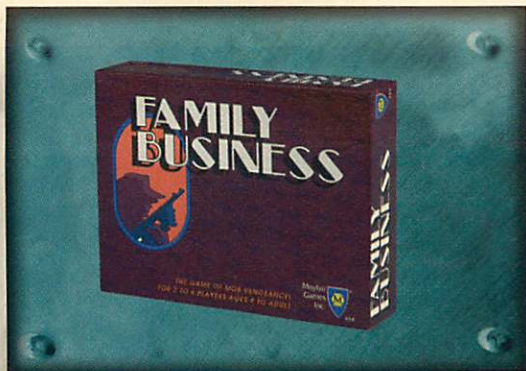


## ALIBI

This whodunit card game allows players to use their skills of deduction and reasoning to solve the who, what, when, where, and why of a murder. Players score points for solving the murder AND for helping others solve it, offering additional strategic decisions during play. This intriguing family game is excellent for large groups. For 3 or more players, ages 8 and up. **\$12.50**

prod. #463 UPC Code 0-29877-01250-3-00463 ISBN #0-923763-47-3



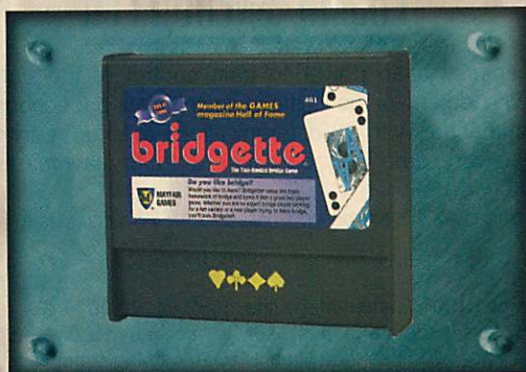


## FAMILY BUSINESS

Return to the time of Prohibition with this card game of gang warfare. Each player is a mob boss competing to survive the murder and mayhem of that era. The last player with a mobster alive wins! For 2 to 6 players, ages 8 and up. **\$12.50**  
**prod. #454** UPC Code 0-29877-01250-3-00454 ISBN #0-912771-65-8

**Honors:** Games 100 - Games Magazine, Dec. 1989

**Critics say:** "Gamers have a name for it: the 'beer-and-pretzels' game...[It] has all the right elements." -Games Magazine, Sept. 1989



## BRIDGETTE

The finest two-handed bridge game ever created, Bridgette is an innovative card game that non-bridge players can enjoy, yet challenging enough for the most serious bridge player. For 2 players, ages 8 and up. **\$15.00**  
**prod. #461** UPC Code 0-29877-00461-4-01500 ISBN # 1-56905-075-9

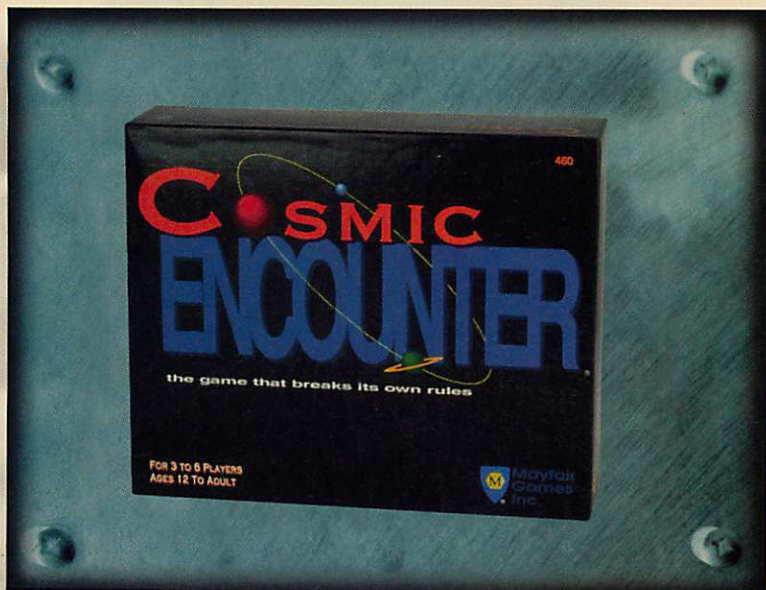
**Honors:** Games 100 - Games Magazine, Nov. 1984.

Games Hall of Fame Games Magazine, Nov. 1986.

Top 20 Games -Chicago Tribune, Nov. 1991

**Critics say:** "Bridgette® has received favorable notices from every leading expert as the finest two-handed bridge game ever devised, a view which your correspondent endorses." -Howard Schenken, noted bridge authority.

"One of the best two-player card games ever devised." - Games Magazine, Nov. 1984



## COSMIC ENCOUNTER

Use your special alien power to gain control of the universe. Make alliances with others or go it alone in this fast-paced board game of cosmic domination. With 48 different aliens to choose from, the game is different every time you play. For 3 to 6 players, ages 12 and up. **\$35.00**

prod. #460 UPC Code 0-29877-03500-7-00460 ISBN # 0-923763-36-8

**Honors:** Games 100 - Games Magazine, 1982-84, 92-93

**Critics say:** "This is the game most likely to succeed in a diverse group; everyone we know who has tried liked it." -Games Magazine, Nov. 1982

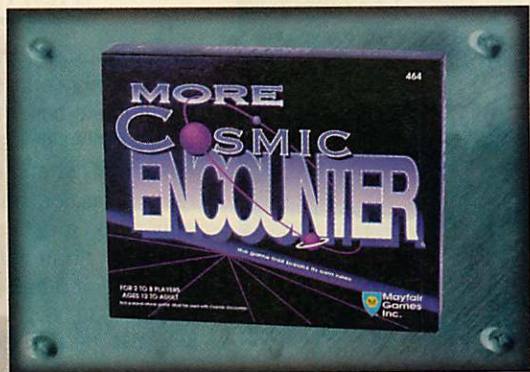
"The COSMIC ENCOUNTER game is what Parker Brothers' RISK\* game was meant to be, and this new Mayfair edition only improves it..." -Allen Varney, Dragon Magazine, Nov. 1991

"Cosmic Encounter [is] a unique experience ever time you play it." -Games Magazine, Feb. 1992

"...a game for which I have no end of respect: Cosmic Encounter..."  
- Richard Garfield, The Magic: The Gathering™ Pocket Players' Guide

Magic: The Gathering™ and The Magic: The Gathering™ Pocket Players' Guide are trademarks of Wizards of the Coast.

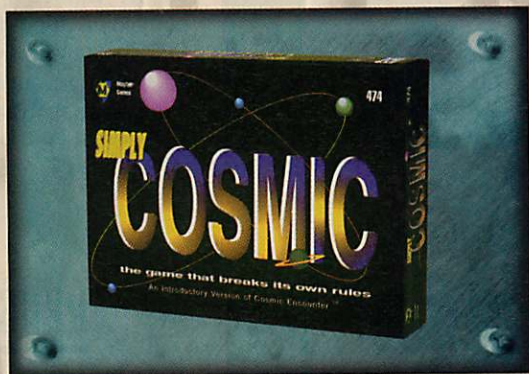




## MORE COSMIC ENCOUNTERS

For those who find the 9 billion combinations available in Cosmic Encounter® insufficient, More Cosmic Encounter® adds 54 new aliens, comets, reinforcements, special Destiny cards and two kinds of kickers. This is not an independent game and must be used with Cosmic Encounter®. **\$35.00**

prod. #464 UPC Code 0-29877-03500-7-00464 ISBN # 0-923763-58-9



## SIMPLY COSMIC

This is the perfect introduction to the game everyone is talking about: Cosmic Encounter®. Each element of this game has been selected to make play easier for the new player. For the inexperienced player, this version includes four new hex colors that are fully compatible with Cosmic Encounter® and may be used to expand that game to 10 players. For 2 to 4 players, ages 10 and up. **\$20.00**

prod. #474 UPC Code 0-29877-00474-4-02000 ISBN # 1-56905-072-4



## SHARK

In this popular European game, players buy (and sell) stocks in a unique stock market. Since the worth of the stock is determined by where each investor makes his or her investment, only the most ruthless and cunning financial sharks will survive. For 3 to 6 players, ages 8 and up. **\$30.00**

prod. #552 UPC Code 5-412933-020034



## BURP

Can you be the first to travel the path from Homo dumbus to Homo Sapiens? By building a dock to fish in the sea of knowledge, players collect various kinds of fruit. By combining their fruit into specific fruit cocktails, players can discover important inventions. For 2 to 4 players, ages 10 and up. **\$35.00**

prod. #558 UPC Code 4-012257-237203



## PFUSCH

Enter the exciting and competitive construction industry where builders work to complete their buildings as cheaply as possible. Players use clay and wood to represent construction materials. Building inspectors make random inspections of construction sites. For 2 to 5 players, ages 8 and up. **\$35.00**

prod. #557 UPC Code 4-012257-237302



## MANHATTAN



The sky's the limit when you play a real estate developer trying to gain supremacy in nine world-class cities. Build skyscrapers one to four stories at a time, building on other players' foundations wherever you can, but others may also build on your foundations taking control of your skyscrapers. For 2 to 4 players, ages 10 and up. **\$42.00**

prod. #563 UPC Code 4-001504-481056

## MODERN ART



Ever wonder what it would be like to bid for a Van Gogh? Now you can in the world of Modern Art. The paintings may or may not be worth what you pay for them. For 3 to 5 players, ages 10 and up. **\$53.00**

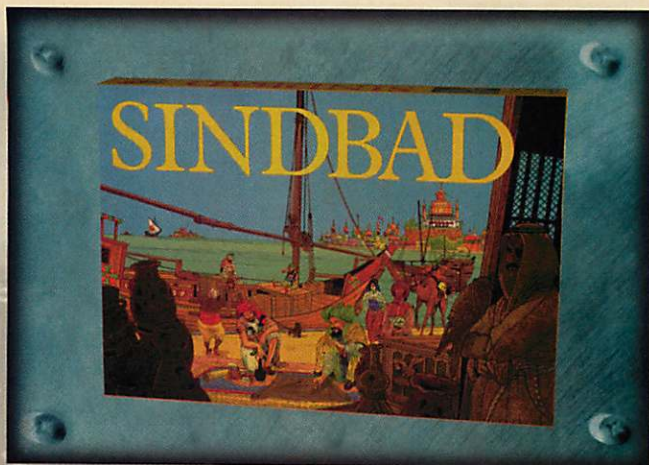
prod. #561 UPC Code 4-001504-481018

## RESTAURANT



Waiters in a posh restaurant vie for the position of Maitre de. Serving expensive tables while forcing others to wait on the cheapskates is all part of the fun. For 3 to 6 players, ages 8 and up. **\$30.00**

prod. # 551 UPC Code 5-412933-020027



## SINDBAD

Set sail for adventure as you captain your feluccas through the monster and pirate infested waters of the orient. Buy and sell diamonds, amber, pearls and ivory, raid other players ships, and encounter the same adventures as the fabled sailor. For 2 to 5 players ages 10 and up. **\$40.00**

prod. #555 UPC Code 5-412933-030033

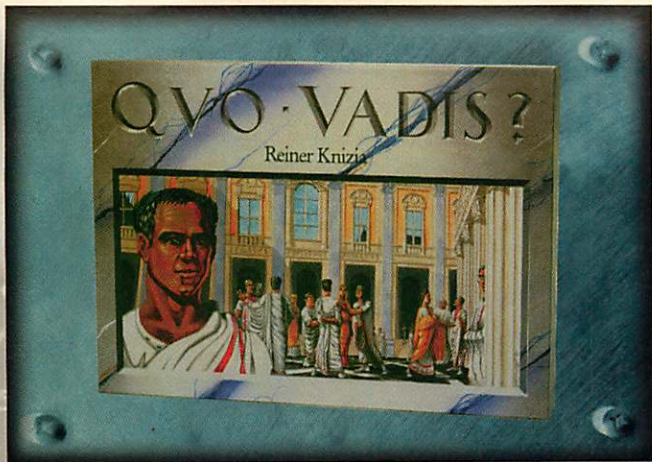


## NEOLITHIBUM

Enjoy a fun-filled evening of hands-on entertainment when you play members of an stone-age tribe struggling to build a temple. Players who add their rock to the temple foundation without toppling it over are rewarded with bits of a puzzle. But beware of helpful neighbors who can give suggestions on how to lay your stone. **\$35.00**

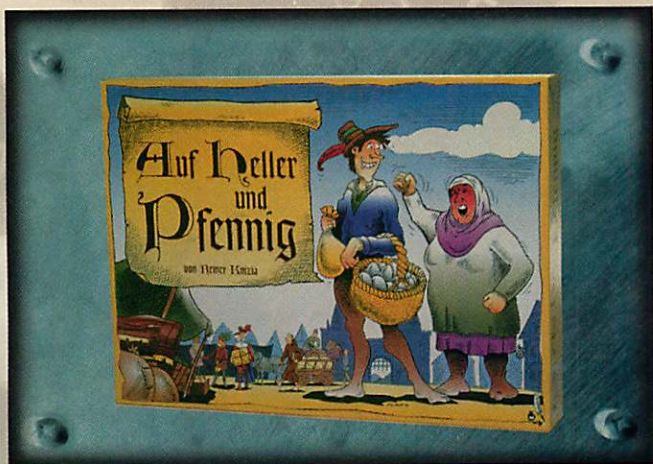
prod. #559 UPC Code 4-012257-237036





## QVO VADIS?

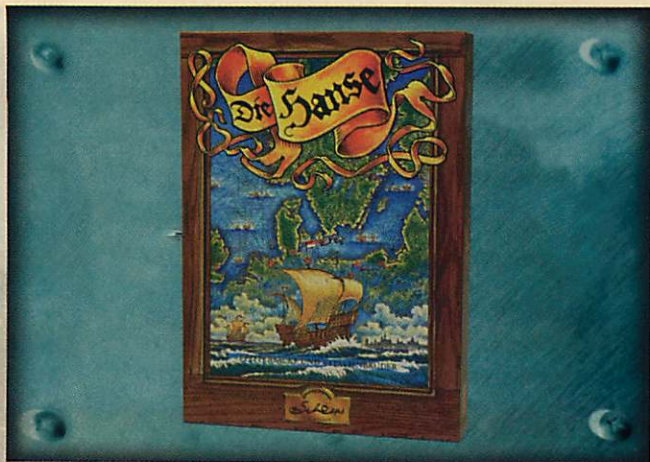
Get involved in ancient Roman politics as you struggle to get your representatives into the Senate. Convince other players to vote for your party member, making promises and collecting laurels along the way. **\$53.00**  
 prod. #562 UPC Code 4-007880-092015



## AUF HELLER UND PFENNIG

Peddle your wares in a medieval town square. Vie with other merchants as you try to get the best spot in the market. But watch out for thieves who would run off with your profits. **\$48.00**

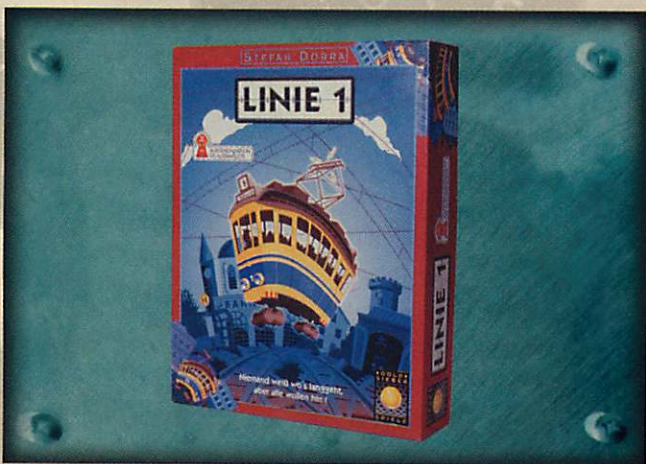
prod. #564 UPC Code 4-001504-481063



## DIE HANSE

Build a medieval shipping empire, sailing your 15th century craft from port to port in an effort to fill your hold with cargo. Delay other players by directing plagues, storms, and pirates their way. The first person to fill their warehouse with goods wins. Call for current prices.

prod. #565 UPC Code 4-013628-611110

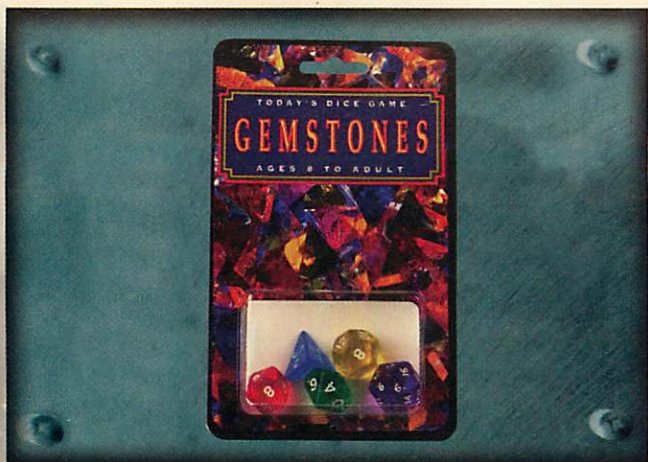


## LINIE 1

Compete with other players to build cable car tracks for the city. Players add to the same line, each trying to make the tracks run by their stops. After completing the track for their line, players then run their cars in a race to complete their routes. Call for current prices. **\$60.00**

prod. #566 UPC Code 4-006592-657659





## GEMSTONES

Diamonds, rubies, amber, emeralds, and sapphires inspire this dice game. For 2 or more players, ages 8 and up. **\$4.00**

prod. #1001 UPC Code 0-29877-01001-1 ISBN # 0-923763-66-X



## ROLE PLAYING DICE

Each set contains one each of a 4-sided, 6-sided, 8-sided, 10-sided, 12-sided, and 20 sided die. The dice can be used with any game that requires polyhedral dice. Also includes a dice bag. For ages 8 and up. **\$6.00**

prod. #1003 UPC Code 9-780923-763671-50600 ISBN # 0-923763-67-8





## UNDERGROUND

Brace yourself for the grim world of 2021 with *Underground*, the roleplaying game set in a dark and desperate future. Players take the role of super-human, genetically-enhanced soldiers, often equipped with cybernetics (*Underground Companion*); big, big guns (*Fully Strapped, Always Packed*); and the latest in technology from Whirling Death BADS to the AMI "I" In the Sky (*Techno*). These super men use their incredible abilities to change the face of the world to suit their own agendas. Their fight can take them from the gang-ridden streets of L.A. (*Streets Tell Stories*) to Washington D.C. (*Ways and Means*) to the Moon (*Steel Deep*) where they'll face a variety of thugs, bureaucrats, and cyber-celebs (*Underground Notebook*). Prepare yourself to guide your players through the trials of life after conflict firms (*AMI Field Manual*) with the proper accessories (*GM Pack*) and attire (*Underground-shirt*).

<b>UnderGround:</b>	prod. #350-UPC Code 0-29877-02495-7-00350 ISBN #0-923763-87-2
<b>Streets Tell Stories:</b>	prod. #352 - UPC Code 0-29877-02500-8-00352 ISBN #0-923763-89-9
<b>Underground Notebook:</b>	prod. #353 - UPC Code 0-29877-03000-2-00353 ISBN #0-923763-91-0
<b>Fully Strapped Always Packed:</b>	prod. #354 - UPC Code 9-780923-763961-51800 ISBN #0-923763-96-1
<b>Underground T-Shirt (XL):</b>	prod. #355 UPC Code 0-29877-01600-6-00355 ISBN #1-56905-004-X
<b>Underground T-Shirt (XXL):</b>	prod. #356 - UPC Code 0-29877-01800-0-00356 ISBN #1-56905-005-8
<b>GM Pack:</b>	prod. #357- UPC Code 9-781569-050088-51400 ISBN #1-56905-008-2
<b>Underground Players Handbook:</b>	prod. #358 - UPC Code 0-29877-00358-7-01800 ISBN#1-56905-014-7
<b>Ways &amp; Means:</b>	prod. #364 - UPC Code 0-29877-00364-8-02500 ISBN #1-56905-021-X
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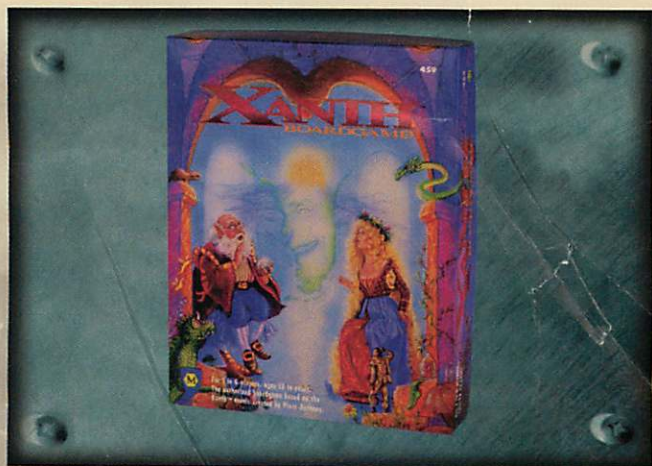
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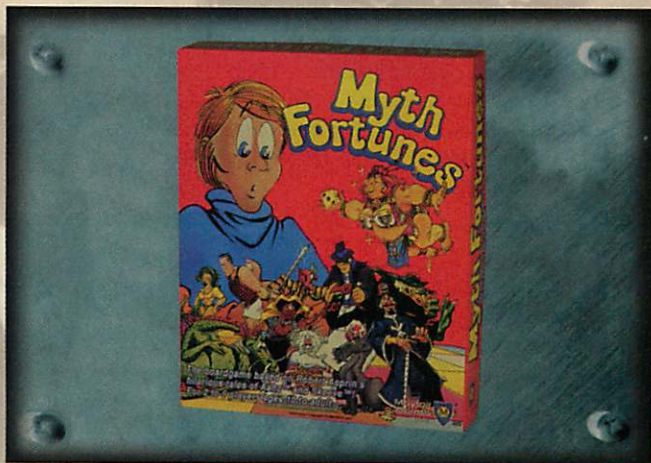
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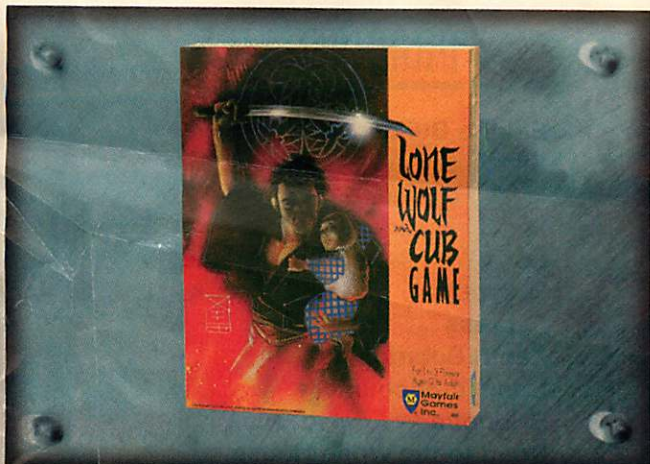
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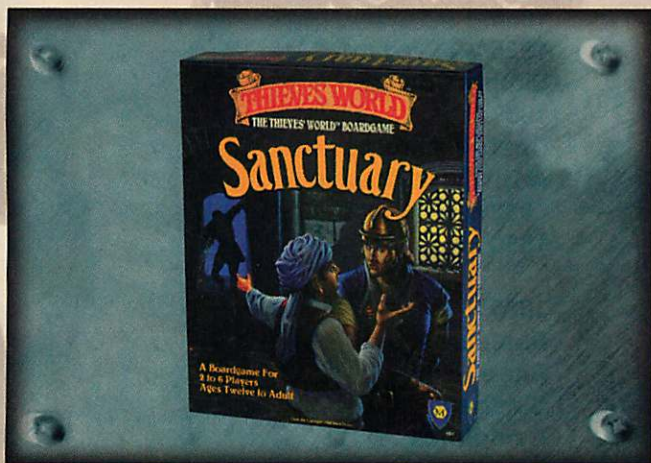
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